

NEXT WAR: KOREA

2nd Edition

Strike Effects Table

	Strike 1	Strike 2	X or Destroyed
Ground Unit	-1 Attack, Defense, MA, ER (min. 1) Can't move during Exploitation or Elite Reaction	-2 Attack, Defense, MA, ER (min. 1) Can't move during Exploitation or Elite Reaction Can't use Airborne, Airmobile, or Sea Transport	Step loss or eliminate (if one step) Remove any Strike marker
HQ/Artillery	As above for Ground Unit + Lose one Combat Capability*	As above for Ground Unit + Lose one Combat Capability* Can only move one hex during other Movement Segments	As above for Ground Unit + Lose one Combat Capability*
Supply Depot	No effect	Can't create MSUs Can't remove for Supply Points Supply Range reduced to 4 Motorized MPs	Eliminate
MSU	May not move in Initiative Movement Segments MA half in Basic Movement Segment	Movement as per Strike 1 Can't be flipped to create a Supply Depot Can't be removed for Supply Points	Eliminate
Installation (Airbase, Port, etc.)/ Airfield	Reduce Port capacity by one	Reduce Port Capacity by two. Airbase/Airfield may not be used for Air Transport, Airborne Movement, Airmobile Movement Attack Helicopters may only Rebase	Award appropriate VP to destroying player Installation may not be used for any purpose Attack Helicopters may only Rebase May be repaired
Beachhead	Reduce Sea Landing capacity by one	Flip to "No Supply" side Reduce Sea Landing capacity to zero Ignore Strike 1 results	Remove from map; place 2 turns ahead
CVN/CV/SAG	May retreat to nearest friendly Port or At Sea Box	May retreat to nearest friendly Port or At Sea Box	Remove from map; place 4 turns ahead
AMPH	As above for CVN/CV/SAG + Ground units embarked lose a step from the stack	As above for CVN/CV/SAG + Ground units embarked lose two steps from the stack	As above for CVN/CV/SAG + Eliminate all embarked Ground units

* HQs and Artillery lose one combat capability each time a Strike result is applied to them. It is not based on the actual Strike result.

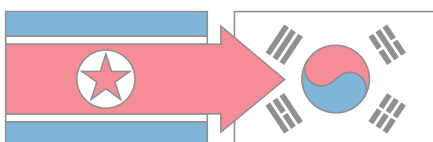


Master Allied Reinforcement Chart

ID	Standard Game	Advanced Game		R#
A	USA—1/82 Abn Bde	1 Supply Point	US—1 x SOF Marker	6
B	US\$—173 Abn Bde USMC—1/4; USN—1 x CVN BG JPN*—1 Abn Bde, Amph Bde, 1 x AH-64; 1 X AMPH; 1 x Airmobile Point	11 MEU HQ 1 Supply Point	USN—1 x Carrier Wing US—4 x Cruise Missile Points; 1 x SOF marker JPN—1 x F-15J; 1 x SOF Marker	3
C	USMC—1/3, 2/3, 3/3, 3-LAR, 1 x AH-1Z USN—1 x AMPH	III MEF HQ 2 Supply Points	USMC—1 x F-35B, 1 x F/A-18; USAF—1 x F-35A, 1 x F-15C, 1 x F-15E, 1 x F-22A US—2 x Cruise Missile Points; 1 x SOF marker	3
D	USA—82 Abn Div (all units); 2 x Airmobile Points JPN—1 x SAG CW†—1st Australian Div (all units)	82 HQ 1 Supply Point	USAF—1 x A-10C, 1 x F-16DJ US—1 x SOF Marker Commonwealth—1 x F/A-18F, (1 x TYPH or CF-18)†	6
E	USMC—2/4, 4-LAR, AH-1Z USN—1 x AMPH; USA—2/2 Mech Inf Bde	1 Supply Point	USMC—1 x F/A-18; US—2 x Cruise Missile Points Commonwealth—1 x F-35, 1 x F/A-18E, (1x TYPH or CF-18)†	4
F	USA—1/101 AA Bde, 1 x AH-64/101 France†—13th Demi Bde, 2nd Marine Para Reg	101 HQ 1 Supply Point	USAF—1 x F-35A, 1 x F-15C, 1 x F-16 JPN—1 x F-4EJ, 1 x F-2A; 1 x SOF marker France†—2 x Rafale	5
G	USMC—1/7, 2/7, 3/7; USN—1 x AMPH USA—81/2 Mech Inf Bde	15 MEU HQ 2 Supply Points	USAF—1 x A-10C Commonwealth—1 x SOF marker; 1 x F/A-18F (1x TYPH or CF-18)†	5
H	USA—101 Abn Div (Air Assault) (all units)	I Corps HQ 1 Supply Point	USAF—1 x F-15C, 1 x F-16DJ, 1 x A-10C US—6 x Cruise Missile Points; 1 x SOF marker	5
I	USMC—1/1, 2/1, 3/1, 1-LAR USN—1 x CVN BG, 1 x AMPH	13 MEU HQ 1 Supply Point	USN—1 x Carrier Wing; USAF—1 x F-15E, 1 x F-16, 1 x A-10C US—4 x Cruise Missile Points; USMC—1 x F/A-18	5
J	USA—3 CR Mech Inf Bde, 4/25 Abn Bde; 1 x Airmobile Point	2 Supply Points +1 Sea Transport	Commonwealth—1 x TYPH, (1x TYPH or CF-18)† JPN—1 x F-4EJ	6
K	USMC—3/4, 1 Arm Bn, 1 x AH-1Z	I MEF HQ 2 Supply Points	JPN—1 x F-15J US—2 x Cruise Missile Points	4
L	USA—25 Inf Div (all units); 2 x Airmobile Points CW**—40 + 42 RM Bn, 16 UK AA Bde, 1 x 16 UK AH-64; 1 x AMPH	25 HQ +1 Sea Transport	USAF—1 x F-16DJ, 1 x B-52H US—4 x Cruise Missile Points Commonwealth—1 x F-35, 1 x TYPH, 1 x SOF marker	5
M	USMC—1/5, 2/5, 3/5 USN—1 x SAG, 1 x CVN BG	1 Supply Point	USN—1 x Carrier Wing; USMC—2 x F/A-18, 1 x F-35B; US—4 x Cruise Missile Points	4
N	USA—3/1C Mech Inf Bde, 1 x AH-64/1C	2 Supply Points	USAF—1 x A-10C	5
O	USA—1C Cav Div (All units)	1C HQ 1 Supply Point	USAF—1 x F-16DJ; US—4 x Cruise Missile Points	5
P	Commonwealth**—Abn Bn, 1 x Tiger; 1 x Airmobile Point; JPN*—8/West, 15/West	+2 Sea Transport	USAF—1 x F-15E	4
Q	USA—1/3 Mech Inf Bde, 1 x AH-64/3	3 HQ 1 Supply Point	JPN—1 x F-2A	4
R	USA—3 Inf Div (all units)	+2 Sea Transport	US—6 x Cruise Missile Points	4
S	USA—1/1 Mech Inf bde, 1 x AH-64/1 USN—1 x CVN BG	1 HQ 1 Supply Point	USN—1 x Carrier Wing; US—4 x Cruise Missile Points	4
T	USA—1 Inf Div (all units)	+2 Sea Transport	USAF—1 x F-16	4
U	USA—10 Mtn Div (all units)	10 Mtn HQ 1 Supply Point	USAF—1 x F-15E; US—4 x Cruise Missile Points	3
V	USA—1 Arm Div (all units)	1 Arm HQ 2 Supply Points		3

The chart applies to both NWK and NWT, and it assumes that all US long range bombers start in the USA/Guam Basing Box.

NWT GSR 17.2/3 should always be used at no cost in VP; ignore NWT GSR 17.11.



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Notes:

* NWT GSR 17.8; NWP GSR 1.2.4

§ NWIP GSR 3.9

** NWT GSR 17.13; NWIP GSR 19.1

† NWIP GSR 19.0

R# Reinforcement Number; see NWT GSR 18.3.3.1 or NWK GSR 16.2.3.2.